InterMedia Solutions
audio/video & interactive webcasts

MultiSource-WebCast
User Manual

MultiSource-WebCast

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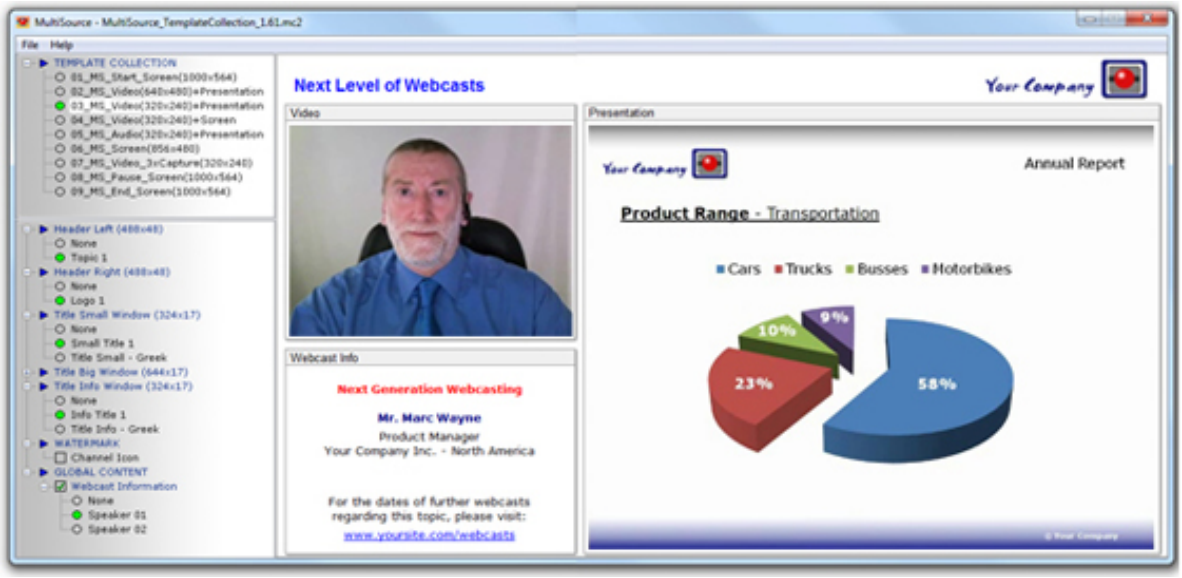
MultiSource-WebCast PRO/Lite/Demo

This tutorial deals with the basic functions of all versions of MultiSource-WebCast (**Demo**, **Lite** und **PRO**).
When a function is being described which is only available in the **Pro** version, this will be made clear during the tutorial.

With MultiSource-WebCast you can prepare and produce sophisticated webcasts in just a few minutes by using pre-defined templates to control the content and order of events.



If you don't already have your MultiSource-WebCast software. You can download a demo version here.

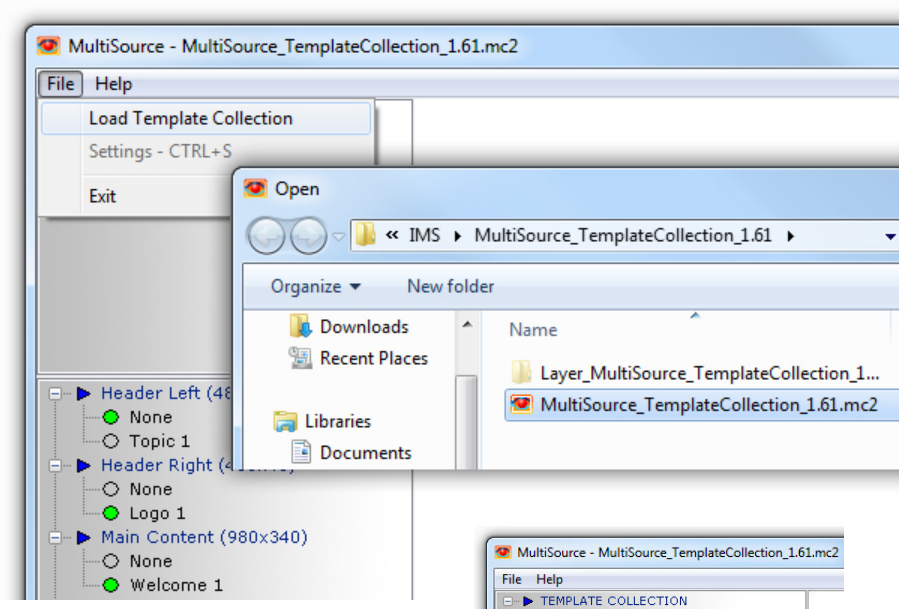
1 - Getting Started

Install MultiSource on a Windows PC and create a shortcut for your desktop.

Unpack the *MultiSource - Template Collection* file to a folder of your choice. MultiSource will automatically save the content and settings of each project to the folder where the templates are situated. It is therefore a good idea to start each new project in a new folder, which contains copies of the original templates.

Click on the MultiSource shortcut icon to open the program. Load the templates by navigating with *File -> Load Template Collection* to the folder where you unpacked the templates and open the **.mc2** file.

The Template Collection should now be listed in the Control Panel on the left.



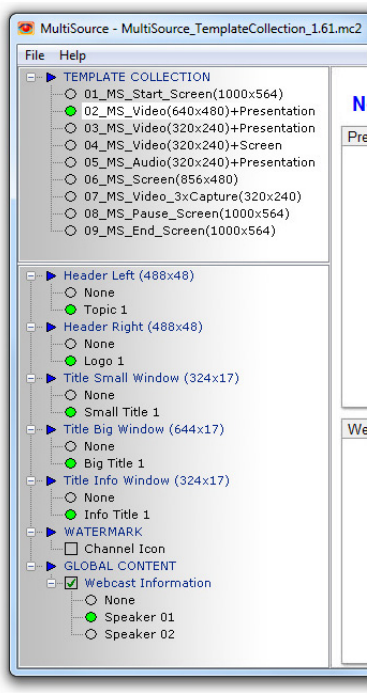
2 - Control Panel

The MultiSource user interface is divided into two main areas.

On the left is the "Control Panel" where you can choose the template and media content currently being shown. At the top of the panel you can see a list of the templates contained in the collection which you opened.

All versions of the software are delivered with a default template collection with various designs to get you up and running as soon as possible.

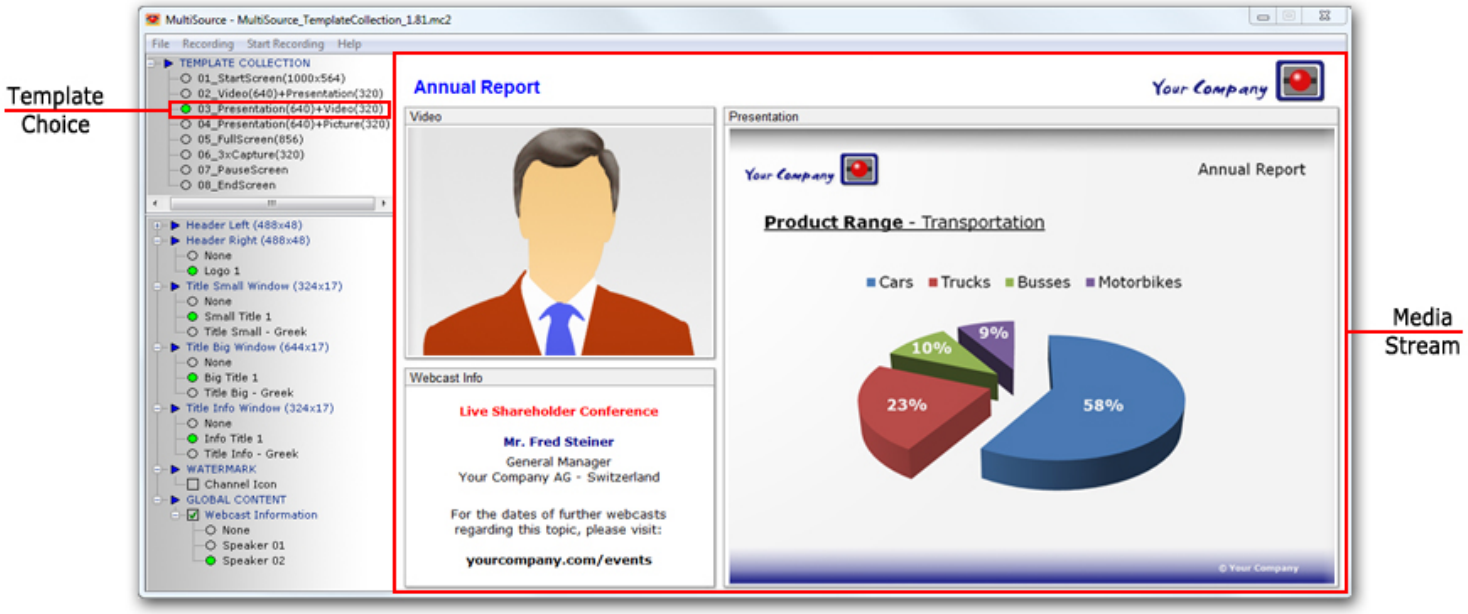
The **Pro** version of MultiSource is shipped with its own on-board template design tool DESiGN-CONTROL, which enables you to create your own individual template collections - as many as you want, with your own designs, layers and choice of content.



You can steer the webcast and toggle between templates by clicking on the template names. With just a few mouse clicks you can control the order of events, media content and information included in your webcast. The lower part of the column contains a listing of the pre-defined layers where you can control the design and content of each individual template.

3 - Media Stream

To the right of the Control Panel is the window containing the stream. This is what is being streamed, i.e. what the end user is seeing.



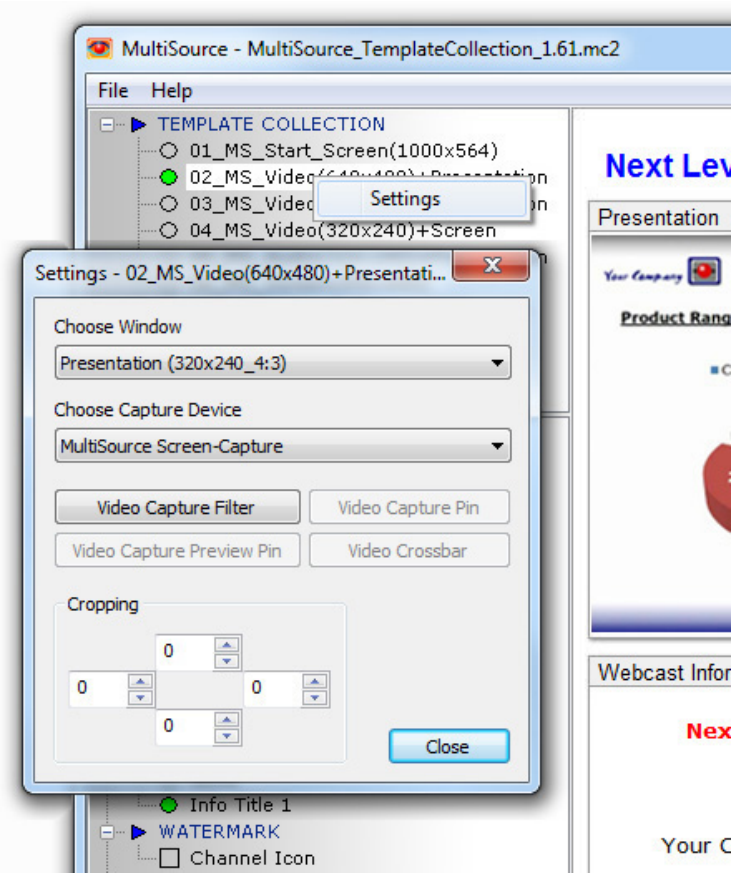
The software works on the principle of WYSIWYG (what you see is what you get). This means that the MultiSource program window must always be open and fully visible, and may not be minimized to the taskbar while streaming. MultiSource must always be the "foreground" window and has been programmed accordingly. Anything on top of the stream window will also be streamed, so make sure that other windows, mouse arrows and similar unwanted obstacles are kept outside! As a single monitor screen can be quickly filled by large templates and 3rd party encoding software, we recommend using two monitors when streaming or recording a webcast.

Lets now take a closer look at the default template, and see how you can make alterations to meet your needs. The second template in the list is a good example to start with. So click on template "02" to activate it.

4 - Settings

Content in a MultiSource template can take many forms. In template "02" we have, for example, two windows which are capable of showing the signal from capture devices. These windows are called "Media Tracks". Here you can display content from almost any media source by going to the settings window under *File -> Settings* (or right click on the *template name -> Settings*) to choose a capture source for each of the media capture windows.

In the drop down menus you can assign a capture source to each of the capture windows in the template. The *Choose Capture Device* drop down lists all the capture devices, internal and external, which are available on your computer. For example web cams, DV cameras, VGA capture cards with which you can import audio/video signals from external sources such as other PC monitor screens video projection beamers etc. This list also contains the item *MultiSource Screen-Capture*, an extra tool for capturing your own monitor screen or one of the open windows on your desktop. In the settings menu you can also adjust the parameters for each capture source hardware and/or signal. If you have chosen the *MultiSource Screen-Capture option*, you have extensive control over which of your monitors or open windows should be imported into the template window for streaming.



The *Cropping* function is very useful for getting rid of any black lines which may form an unwanted border in the Media Track window in the template.

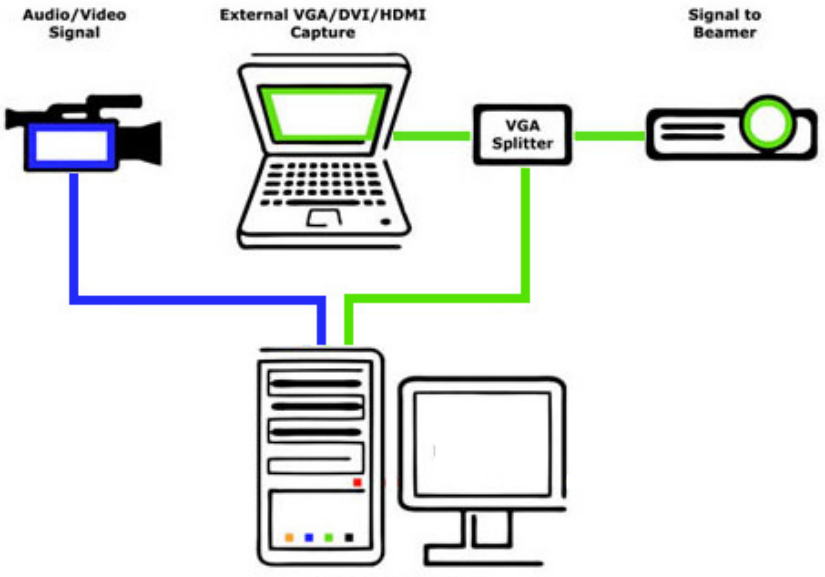
By following these steps you can pre-assign capture sources to the media capture windows in each of the templates in the template collection list.

5 - Ways to include presentations

There are two basic scenarios for including a presentation in a Media Track. These scenarios can, of course, be combined within one webcast.

a) Capturing an external VGA/RGB signal.

A typical scenario in this case would be a live presentation or seminar. A presenter is being filmed by a video camera, while a PowerPoint slide show or software demonstration is being shown on his external presentation laptop screen to the audience. The VGA signal from his laptop can be splitted before going to the beamer. The splitted signal is then imported to your production computer in another part of the room/hall/arena through your VGA capture card or box. The video camera signal can also be imported to your computer, either over a capture card or by direct input (Firewire cable etc.).



These signals are recognized by the MultiSource software as capture devices and can be assigned in the *Settings* menu to Media Track windows in the templates as desired.

It is very important to ensure that the dimensions of the source signal match the actual size of the Media Track window in the template to which you have assigned the signal. If, for example, the Media Track window measures 640 x 480px, the dimensions of the incoming signal must be adjusted in the Capture Device Settings to match this size.

b) Capturing an internal VGA/RGB signal

A typical scenario here would be a presentation which you are broadcasting yourself. You are using a webcam and microphone headset, and have a PowerPoint presentation or software demonstration open on your second monitor screen. For your presentation, you choose one of the other Media Track windows and assign *MultiSource Screen-Capture* as capture device. Click on *Video Capture Filter* to open the *MultiSource Screen-Capture Settings*, then go to *Select Monitor -> Choose a Monitor -> Secondary* in the options menu.

As mentioned previously, the *MultiSource Screen-Capture Settings* can show any of the open windows on your monitor. This window also offers the possibility to define an exact area of your screen for capturing, or you can drag the *Find Window* target icon over your screen to find an exact window segment which you want to stream.

You can, of course, combine external and internal devices in your webcast as you wish. Whether you are using external or internal capture signals, or a mixture of both, MultiSource ensures that all media content, even multiple videos, is perfectly synchronized in your webcast. PowerPoint presentations, software demonstrations etc. are captured and streamed exactly with no loss of quality and with full functionality, effects and animations.

6 - Using further templates in the default collection

You can use templates "03" and "04" to pre-assign different camera, presentation and capture configurations to enable a quick change of templates during the webcast as and when necessary.

In template "05" the small Media Track window has been replaced with a static picture. This could be a photo of the presenter of a web seminar where no video camera signal is available or wanted.

Template "06" contains only one large Media Track window. This is useful should it be necessary during the webcast to have an enlarged view of one of the capture sources.

In template "07" you can see how MultiSource really is the "Next Level of Webcasts"! Here, for example, we have three Media Track windows. This template can capture three different media sources and broadcast them as one fully synchronized live stream.

As in the other templates, we can see information boxes with various text content. Lets now take a closer look at them.

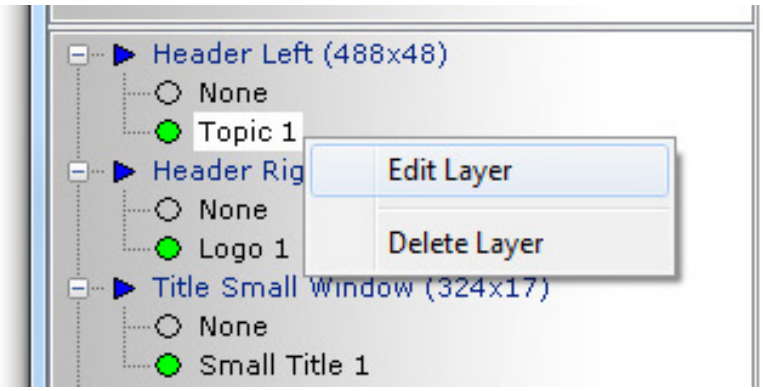
7 - Template Content

The lower section of the Control Panel contains the controls for the remaining template content: Design Content, Watermark and Global Content.

a) Design Content. These fields belong to the overall design of your template and usually remain unchanged during the webcast.

Design Content fields can be created with the template design tool DESiGN-CONTROL which is included in the **Pro** Version of MultiSource. In these fields are "Layers" which can contain text, photos or graphics.

The default template collection is already populated with Design Content Fields and layers. You can alter the layer content by right clicking on the layer name, and create a new layer by right clicking on the field name. New Design Content fields can only be created in the **Pro** Version. You can choose which particular layer you want shown by clicking on the layer name. The radio button will change to green. If you don't want any of the layers in a field to be shown, click on *none* or delete the layers completely.



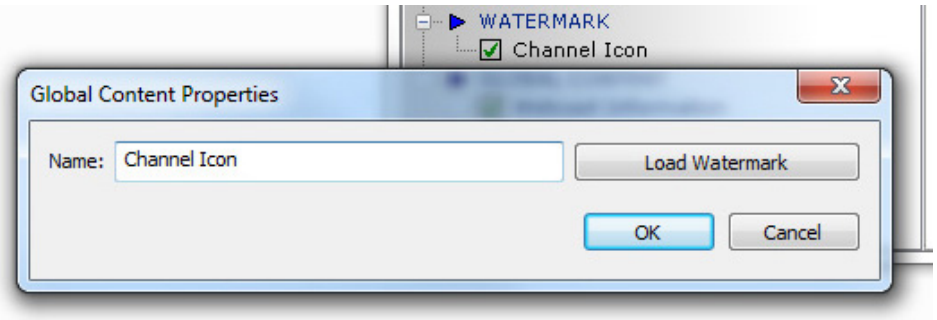
The Content Fields in the default template collection offer extensive possibilities to alter the look of the templates according to your individual taste or company CI. Feel free to add your own company logo, or change the window titles to another language. A preview of the design and content of each layer is shown when hovering over that particular layer name with your mouse. This function can be enabled/disabled by right clicking on any layer name.

The templates "01"(Preplay), "08"(Pause) and "09"(Postplay) have been equipped with an extra "Footer" Design Field for adding important messages during the webcast.

Please experiment with the design and content of these layers, you will soon see how flexible and useful they are!

b) Watermark. This can be included in the template as desired.

This function is only available in the **Pro** version. Whereas the Design Content layers cannot be re-positioned, the Watermark layer can be positioned freely anywhere on the template. The Watermark layer is designed primarily to accommodate the need for an overlay graphic, such as a broadcaster identification or copyright notice. As such graphics usually contain transparency, only **.PNG** files can be opened in a Watermark layer.



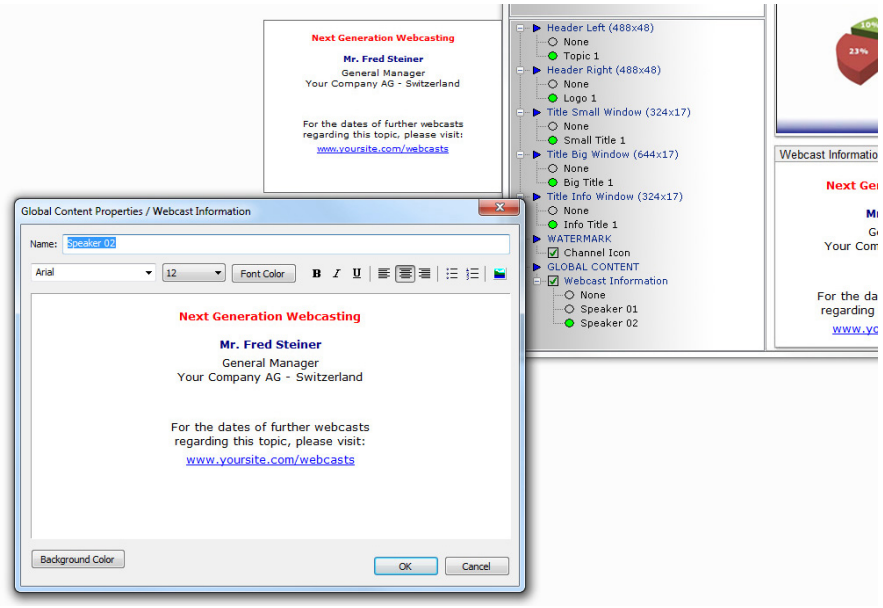
Right click on *Watermark -> New Watermark*,

give it a name and load the graphic. The Watermark now appears with a green border in the middle of the template. You can now use the mouse to drag the Watermark to its correct position. Should you have a template where the Watermark should be shown in a different position, simply create a new Watermark Layer and only have it activated on that particular template. On the other templates you can have its checkbox deactivated.

Theoretically, each template could have a different Watermark in a different position.

c) Global Content. Created once to be made immediately available in each template.

These are special content fields which you only need to create and populate once. They will then be available in every template in the collection. Global content layers, such as speaker names or webcast information, which you have activated in one template, will automatically become visible in every other template which you change to.



We have included a pre-defined Global Content Field in the default Template Collection for the "Webcast Information" layer. By right clicking on the layer name you can edit, delete or create layers.

Further Global Content Fields can be created in the **Pro** version of MultiSource. To create a new Global Content Field *right click* on *GLOBAL CONTENT* then on *New GLOBAL CONTENT field*, give it a name and define its size by holding down the left mouse button and pulling. The new field can now be positioned as desired. *Right click* on the field name to create a new layer. Click on *New Layer*, give it a name, enter a text or graphic and click *OK*. This Global Layer will now be available in this position on every template.

In templates where this global layer should not be shown, it can be deactivated by unchecking the box in the Global Content menu.

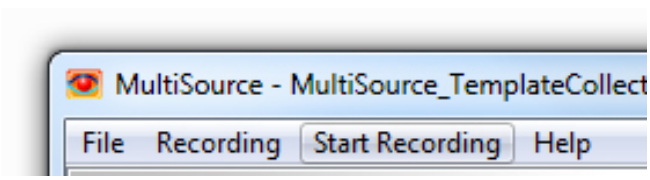
8 - Final Steps

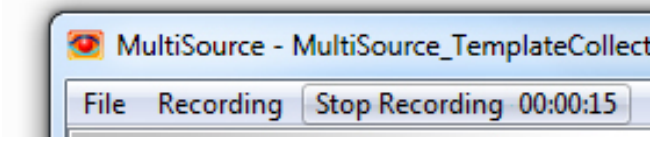
When you are finished designing and creating all your template layers, it is a good idea to go through the sequence of events which you will follow during your webcast.Go to each template and collapse or expand the various items in the Template Content listings as you would like to have them when opening the template during the webcast. MultiSource automatically saves this configuration and, when you are later producing your webcast, you will find the template content displayed in the way which you left it.

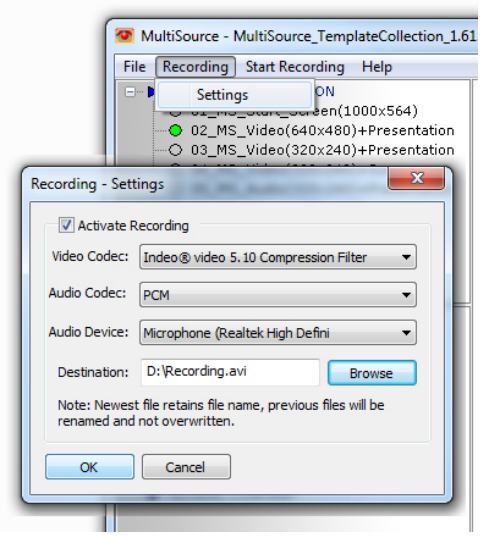
9 - Live Streaming and Live Recording

MultiSource is equipped with an on-board recording function. Click on *Recording -> Settings* to open the settings window. Click on the *Activate Recording* checkbox. In the three drop-down menus you will find all the audio/video codecs and audio devices which are available on your computer.

Choose a file name and destination for your recording. Please note that the setting *Uncompressed* produces very large files which require a great deal of storage space on your hard drive. Click on *OK* to close the settings window. To commence recording click on the *Start Recording* button. This will now change to a button with which you can stop the recording process. You can also see the length of the recording







You can stop and start recording as often as you wish. Previous recording file names will be automatically renamed by adding a numerical supplement (_001, _002, _003 etc.) Existing files will not be overwritten.

b) Live Streaming and Live Recording with 3rd Party encoding software

To broadcast your webcast you will need a live media encoder software. Most live encoders are also able to record while encoding and streaming, or can simply be used for recording while encoding. These programs offer various streaming formats with extensive settings options.

The MultiSource video signal can be recognized by every popular encoding tool as a capture device. You can begin and end your webcast by using the start/stop controls in the encoder.

If you do not already have such encoding software, we can recommend two freeware products: For streaming in Flash format you can use the Adobe Flash Live Encoder, and for streaming in Windows Media format you can use the Windows Media Encoder. Both of these encoders can be found at the Download Page on our web site.

We have prepared a detailed video tutorial of how to use the Flash Media Encoder to stream and/or record your MultiSource webcast. The video can be seen here.

... now lets take a closer look at Templates in MultiSource, and how you can design and create them in DESiGN-CONTROL!

Creating templates with DESiGN-CONTROL.

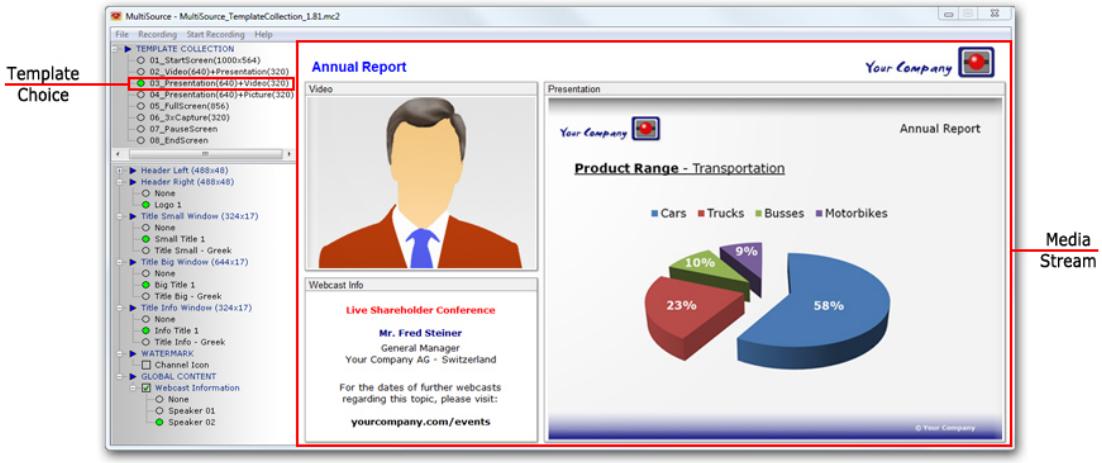
Templates in MultiSource-WebCast

Templates form the basis of the MultiSource-WebCast software. Each template can contain pictures, text, animations, web content and, of course, capture tracks to display internal and external media signals, such as Video, VGA, screencapture etc.

Any number of templates can be saved in a template collection, and then loaded into MultiSource. The template defines the exact size and basic look of the media stream, which will be exported as a video. Once published, this video can be displayed in various sizes (including full screen) depending on the pre-defined player settings. The aspect ratio, however should not be changed. For example, a 16:9 template must be displayed as a 16:9 video.

By clicking on the individual templates in the list on the left side panel, you can control the content and order of events of the media stream, which is shown on the right.

Should a template contain capture tracks, the capture devices (media sources) assigned to these tracks can be chosen from within MultiSource by opening the settings menu.



With the additional Global Layer function, you can draw further content windows directly onto the template.

You can download a free Standard Template Collection for each version of MultiSource. This collection contains all the templates you need to produce a typical Webcast. The templates in this collection come with a standardised design and functionality. With just a few mouse clicks, it is possible to customize the general colour scheme or add text, logos and pictures. The title text of each window can also be changed, should you, for example, wish to use another language.

Creating individual templates with DESiGN-CONTROL

The **Pro** version of MultiSource comes with a seperate template design tool, DESiGN-CONTROL. This tool gives you full control over the size, design, content and functionality of the templates you create. You can have as many templates and template collections as you wish.

Benefits and functions

DESiGN-CONTROL gives you full control over the individual design and functionality of your templates and template collections. You can order and alter the templates as you wish. DESiGN-CONTROL also allows you additional template design possibilities:

- freedom of choice for naming, organizing, order of sequence
- as many sizes and aspect ratios as you wish
- customized layout and design

- unlimited number of capture tracks (media windows) within each template, for displaying media and video sources
- Worldwide Web integration:
    - HMTL Code
    - evoke and link to URLs, live news tickers, polls and voting, chat, instant messaging etc.
    - animations and scrolling text
    - playback of local and On-Demand videos or video links, e.g. YouTube etc.
    - incorporate live video streams

We would like to show you how easy it is to create a template collection with DESiGN-CONTROL. In the next few steps we will create some of the templates as you will find them in our Standard Template Collection.

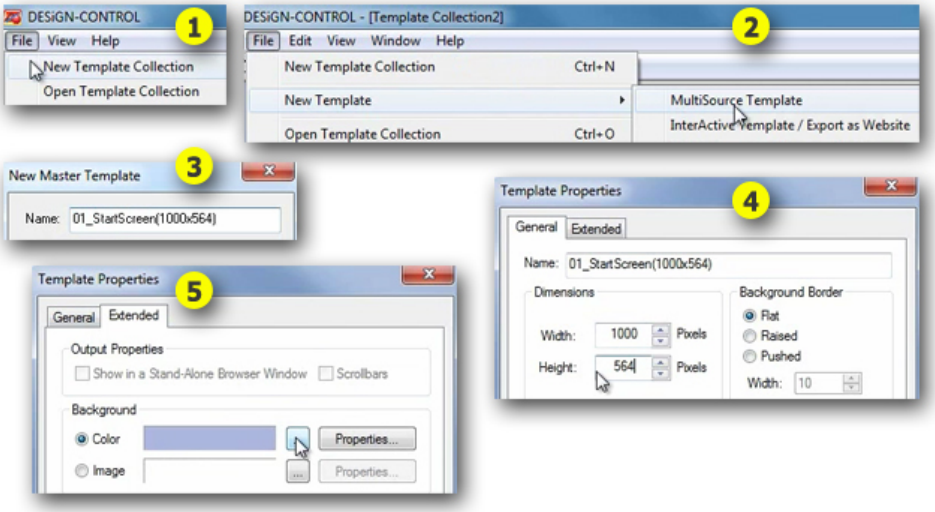
1 - Starting a new Template Collection

Open DESiGN-CONTROL and click on *File -> New Template Collection*, then on *File -> New Template -> MultiSource Template*.

Give the template a name. In this case we are making the start screen for a typical webcast, so we can name it "01_StartScreen(1000x564)". Click on *OK*.

The template will now appear as a blue rectangle. *Right click* inside the template to open the properties window. Set the *Width* to 1000 and the *Height* to 564.

Click on the *Extended* tab and open the background colour picker. Choose white, then save and close the properties window.



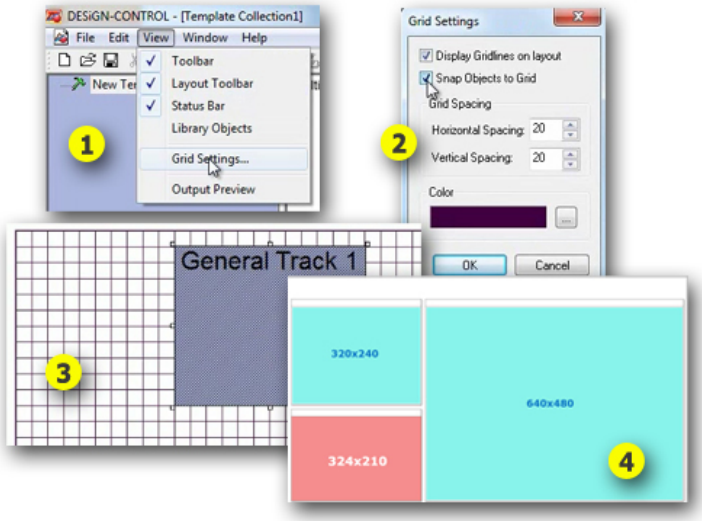
Now we can start adding content fields to our template.

2 - Grid Tool

To help you position the various track fields on your template, we have included a grid tool. Go to *View -> Grid Settings*. Here you can choose how you want the grid to be displayed.

The snapping function is very useful when aligning the tracks exactly to the grid. You can nudge the tracks in pixel increments by using the *up/down/left/right* arrows on your keyboard.

As we have already seen, you can choose a background colour for your template. It is also possible to import a picture or graphic for your template background.



For our our Standard Template Collection, we have used a graphic which was created in Photoshop. This graphic already contains the main template design with the various field backgrounds and borders already in place. For this demonstration we won't be needing the Grid Tool.

A good trick is to include blocks of colour as placeholders. In this way you can position your track fields exactly to fit inside your pre-designed template. Once the tracks are correctly positioned, you can load a final background graphic which does not show the placeholders.

3 - Creating General Tracks

The content fields in DESiGN-CONTROL are called "Tracks". These will be the layers which are listed in the bottom part of the the MultiSource software control panel when the template is chosen from the list at the top.

(If you click on *View -> Grid Settings...* you can have guide lines shown on the template to help with your own template design.)

Click on *Tool to create a new General Track*.

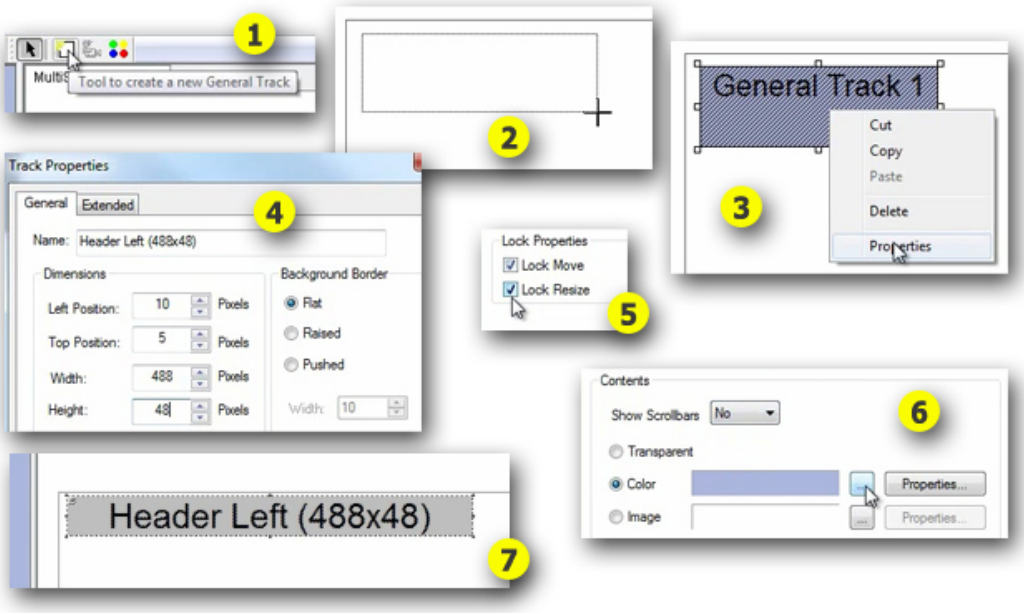
Click inside the template, hold down the left mouse button and pull out a rectangle. Release the mouse.

Right click inside the blue "General Track 1" field to open the properties window.

Give the track its name - "Header Left (488x48)". Fill in the *Dimensions - Left* 10, *Top* 5, *Width* 488, *Height* 48.

By locking *Move* and *Resize* you can protect against any accidental alterations to the track dimensions while working on the template.

As we did above, change the background colour to white.
Show Scrollbars - No.
Save and close the window.



The track is now correctly positioned inside the template. When you open the template in MultiSource, you will be able to create a new layer and put images and text in this field.

There are three more content tracks in this template - "Header Right", "Main Content" and "Footer". You can now create them without any help from me! Just follow the steps as we did for the "Header Left" track. Here are the properties for the three new tracks:

Name	**Left**	**Top**	**Width**	**Height**	**Background**	**Scrollbars**
Header Right (488x48)	502	5	488	48	white	no
Main Content (980x340)	10	100	980	340	white	no
Footer (980x80))	10	460	980	80	white	No

4 - Copying Templates

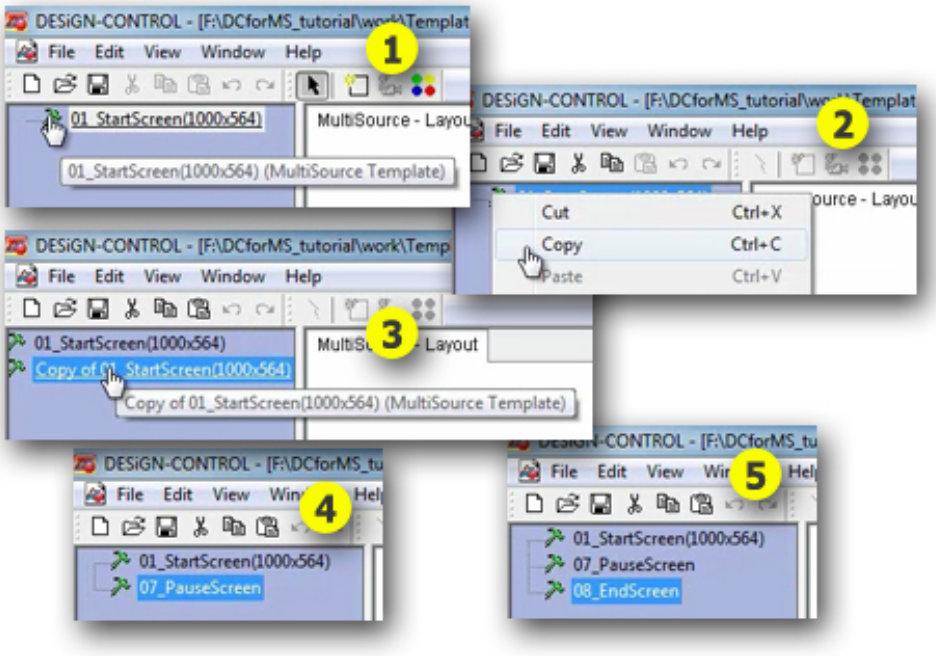
To make the "Pause Screen" and "End Screen" templates, all we need to do is to make copies of the "Start Screen".

Right click on the template symbol and then click *Copy*. *Right click* once more inside the blue template list window and click *Paste*.

Right click on the template copy name and then on *Rename Template*. Name the template "07_PauseScreen".

Paste a second time and name this template "08_EndScreen".

We now have three templates in our collection. At the moment they are all exactly the same, but when we use them in MultiSource, as part of a webcast, we can change the content of the tracks



For example, we can have three different text messages in the "Main Content" track. In template "01" it could say, "The webcast is starting soon." In template "07" you could write, "There will now be a short break.", and in template "08" you could have, "Thank you for watching."

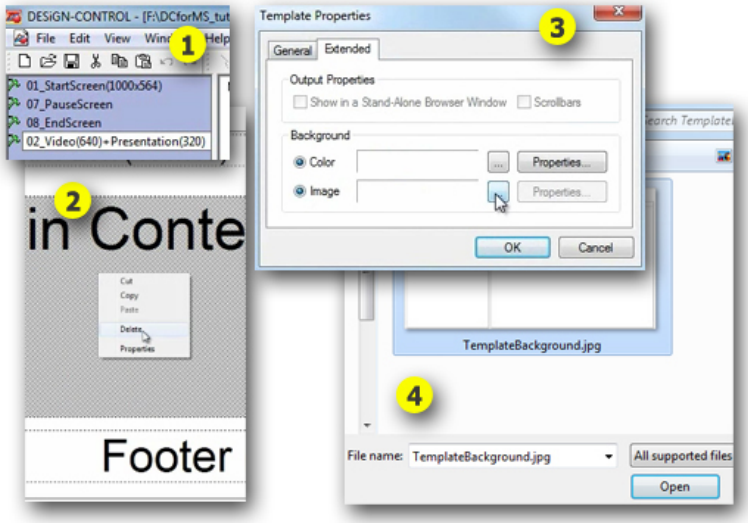
(It is also possible to *copy & paste* single tracks from one template to another. This can be a great timesaver!)

5 - Creating a typical Webcast Template with two Media Capture Tracks

a) - The first Template

Now lets make some templates which can display captured media in MultiSource. This is what the software is really all about! In principal there is no limit to the number of media capture and content tracks which a template can contain. As we have seen, there need not be any capture tracks at all. On the other hand, the template may consist of just media tracks, or a mixture of both. For example, many people want a template which contains only one capture track, the same size as the template, for showing a video and nothing else.

We will now make two typical webcast templates. A presenter is being filmed, while his PowerPoint slides are being displayed. There is also a field for adding text information.



In the first template the video is shown in a large window. In the second template the PowerPoint presentation is being shown in the large window, while the presenter video has moved to the small window.

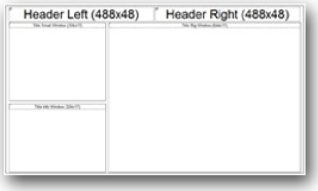
To make these templates along with me, you will need the Template Background graphic. Go to our Helpdesk and click on the **DESiGN-CONTROL Quickstart Files** link to download the file.

First make a copy of template "01" and name it "02_Video(640)+Presentation(320)". *Right click* inside the Main Content" and "Footer" tracks and delete them.

Right click anywhere in the empty part of the template to open the properties window. Open the *Extended* tab and click on the *Image* radio button. Navigate to where you saved the downloaded *TemplateBackground.jpg* and click *Open*.

We now need to make three General Tracks. Use the same steps as we did above in part **4**. Here is the list:

Name	**Left**	**Top**	**Width**	**Height**	**Background**	**Scrollbars**
Title Small Window (324x17)	12	58	324	17	white	no
Title Big Window (644x17)	347	58	644	17	white	no
Title Info Window (324x17)	12	332	324	17	white	No



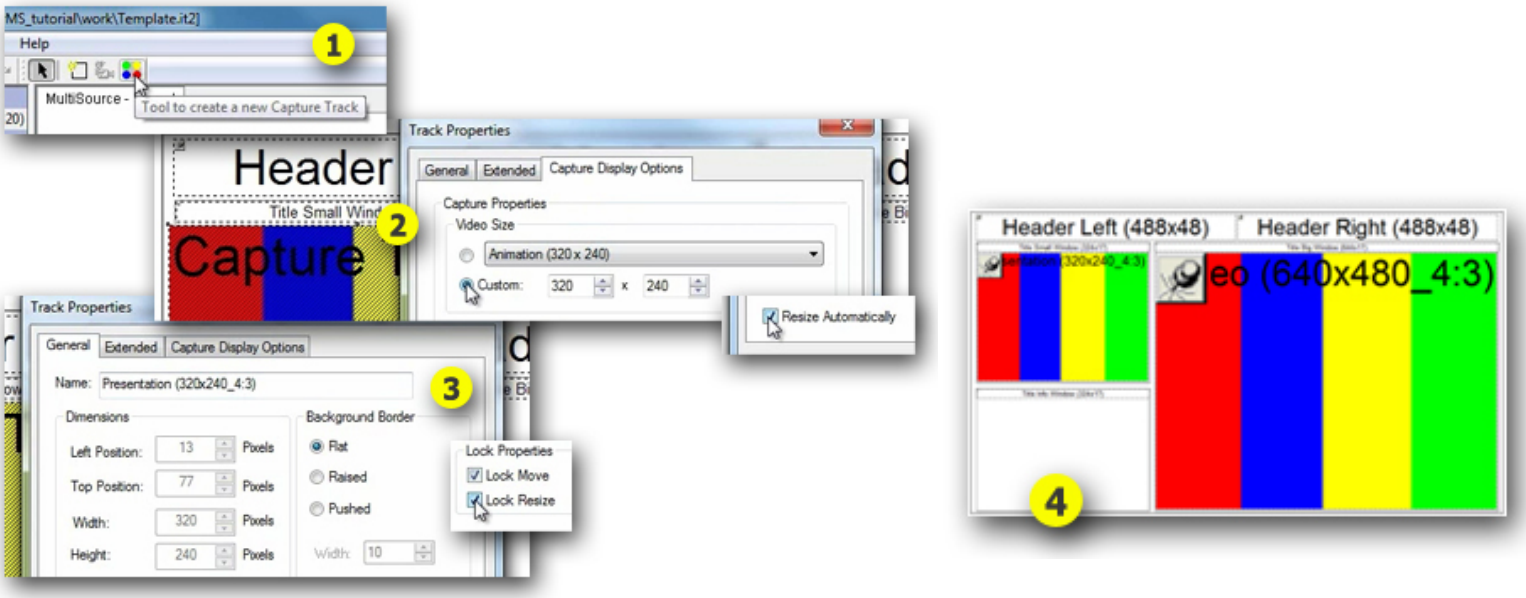
Click on the *Tool to create a new Capture Track* icon. Go down to the empty part of the template just under the small window title and pull out a rectangle with the left mouse button held down.

Right click inside the Capture Track to open the properties. In the *Capture Display Options* click the *Custom* radio button and make sure the dimensions are set to 320 x 240 pixels. Activate the *Resize Automatically* check box and open the *General* tab.

Name the Track "Presentation (320x240_4:3)" and set the *Dimensions* to *Left* 13, *Top* 77, *Width* 320 and *Height* 240. Lock *Move* and *Resize*. Close the window.

Click once again on the *Tool to create a new Capture Track* icon. This time pull out a Capture Track in the space under the big window title.

Right click inside the Capture Track to open the properties and adjust the settings in the same way as we just did for the first Capture Track. This time the *Custom* size is 640 x 480 pixels. The Track name is "Video (640x480_4:3)". The *Dimensions* are *Left* 348, *Top* 77, *Width* 640 and *Height* 480.

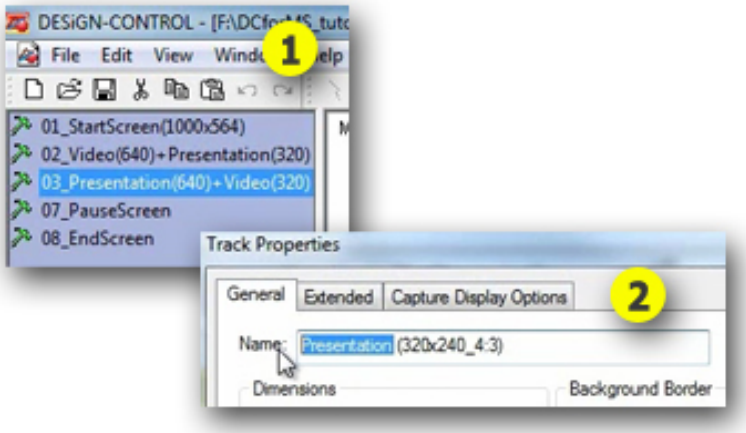


We now have a template with two Capture Tracks. In MultiSource we can assign capture devices to these tracks and fill the General Tracks with content as we wish.

When the template is opened in MultiSource, we can also create a new layer in the empty space under the info window title for the speaker's name, position and company.

b) - The switch-over Template

The template we've just made has the video in the big window and the presentation in the small window. Now we'll make a template where the content of these two windows can be swopped in MultiSource with just one mouse click.



Make a copy of template "02" and name it "03_Presentation(640)+Video(320)".

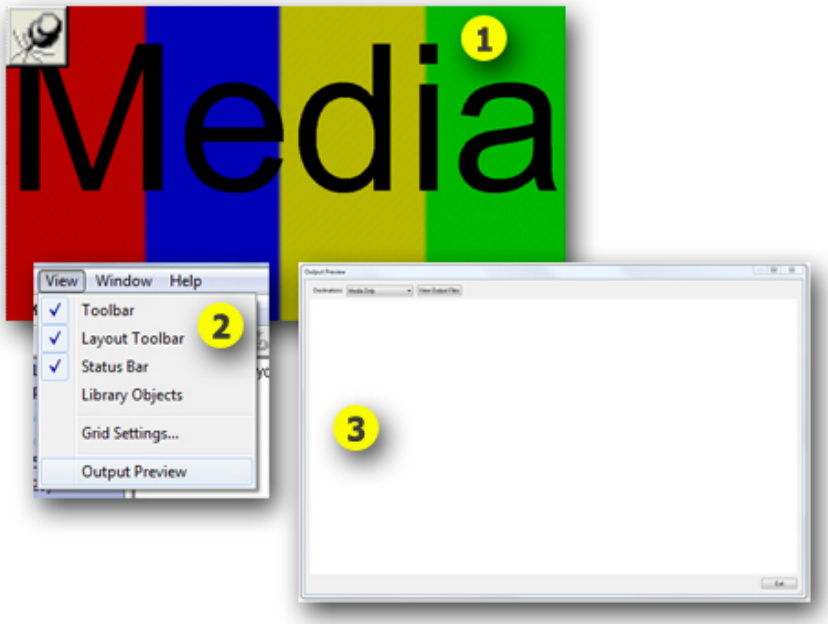
Open the properties of the small Capture Track and change its name. Delete the word "Presentation" and write "Video" instead. In the properties of the big Capture Track just do the opposite. ("Presentation" instead of "Video".)

Its really that simple!

6 - Template as one full Media Window

Now we will make a template which consists of one very large Media Capture track and nothing else. You can use this template to stream or record from one media source. For example, video playback.

Make a copy of template "01" and call it "Media Only". *Right click* inside all the General Tracks and delete them. Make the background colour something distinctive such as red.



Create a new Capture Track and place it anywhere inside the empty template. Open the Properties and name it "Media". Go to the *Capture Display Options* and set the *Custom* size to 1000 x 564, then tick *Resize Automatically.*

Now move the Capture Track with your mouse or nudge it with your *up/down/left/right* arrows until the top left corner of the track meets the top left corner of the template. You may need to try a couple of times but the final Dimensions should be *Left* 1, *Top* 1, *Width* 1000 and *Height* 564.

Go to View -> Output Preview. If you only see a white screen, everything is fine. If you see any red, you still need to do a bit of nudging.

When you now open the template in MultiSource you assign one single capture source to the entire template.

7 - Preview & Saving

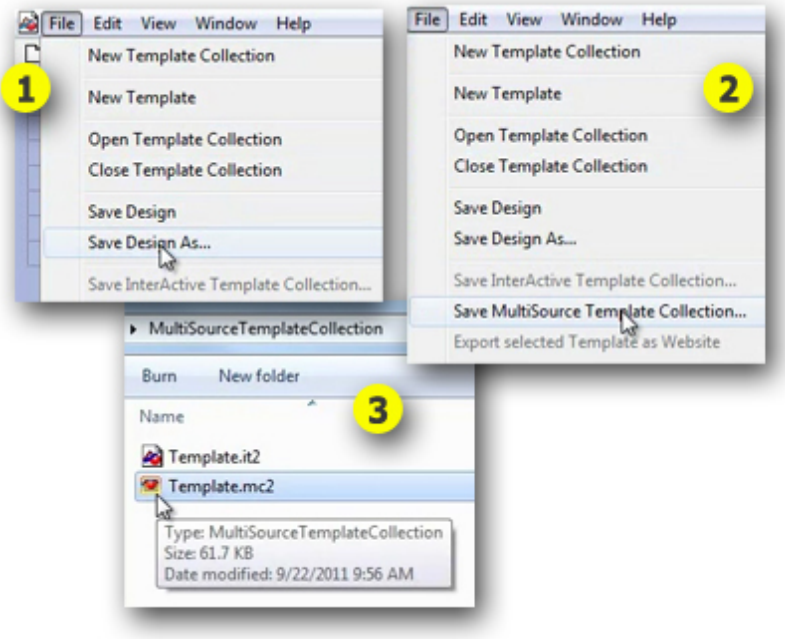
As we have just seen in part **7**, you can preview your template design at any time by going to *File -> Output Preview*.

You must go through two steps to save your template.

Firstly, got to *File -> Save Design* and save. This will produce a file in the DESiGN-CONTROL format. Now go to *File -> Save MultiSource Template Collection* to save the templates in the MultiSource file format.

When you click on the **.mc2** file, MultiSource will open with your template collection loaded and ready for use.

The next time you use DESiGN-CONTROL you can open your collection by navigating to the **.it2** file. We strongly recommend that you keep these two files together in the same folder. The layer configurations which you undertake in MultiSource will automatically be generated as extra files **inside** this folder. So its just good housekeeping to keep everything together.



8 - Library Objects

Library Objects can be best described as being small packages containing one or more files which, when combined, can insert Web Content, Video Streams, Flash Animations, Message Windows, Hyperlinks, and much more into MultiSource-WebCast and InterActive Webcast templates. These Library Objects can be so embedded, that they become an integral part of the template, saving time and effort when producing a webcast. An embedded library object can not be edited or deleted by a MultiSource user unless they have access to the DESiGN-CONTROL software.

We have produced a DESiGN-CONTROL tutorial video with very detailed information as to how Library Objects are made and used.

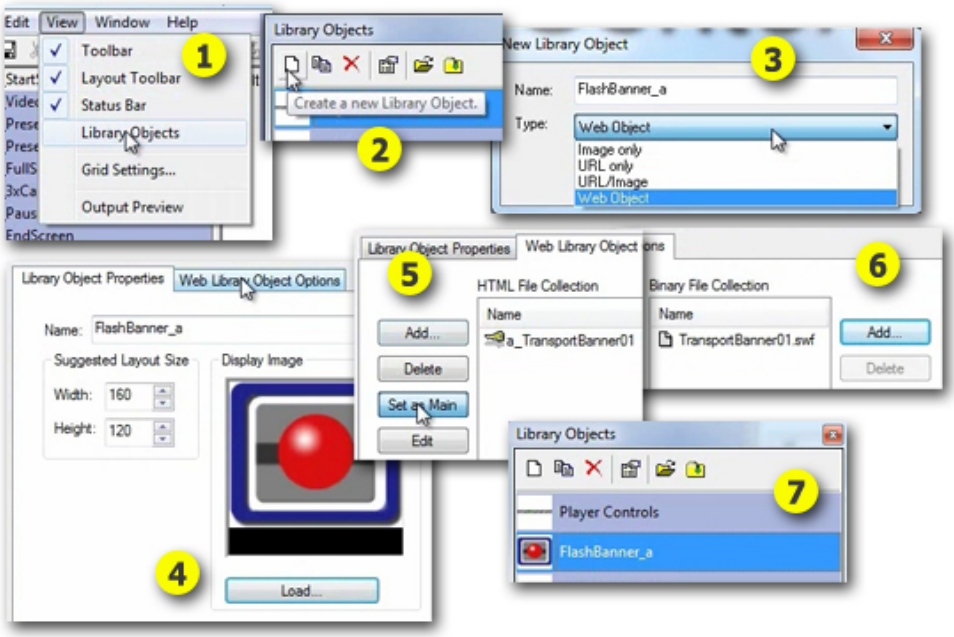
a) - Embedding a Flash Banner

We have used a typical Flash banner software which has exported an **.swf** file and a piece of HTML code to embed the banner in a web page. We then created a web page which can play the banner automatically. You can download these files from our Helpdesk. Click on **DESiGN-CONTROL Quickstart Files**.

Click on *View -> Library Objects* to open the Library Objects window, then click on *Create a New Library Object* and give it a name. This Library Object is web based, which means that it takes the form of a mini-website.

In the *Library Object Properties* tab you can load a thumbnail graphic, which is very useful should you have a large collection of library objects for a number of different clients. We have provided you with "LOB_Graphic.jpg" in the download folder for testing.

Click on the *Web Library Object Options* tab and then on the left *Add* button and import the downloaded "a_TransportBanner01.htm" file. Click on *Set as Main* to designate this file's status as being the key file in the collection. (More complicated Library Objects may contain a number of HTML files, but there should always be one which kickstarts the events within the mini-website.)



Go over to the right-hand *Add* button and import the "TransportBanner01.swf" file. Click on *OK* and the Library Object will be listed in the Library Objects window. Please note that all the files in a Library Object share the same root. Library Objects can not contain a "drill down" folder structure.

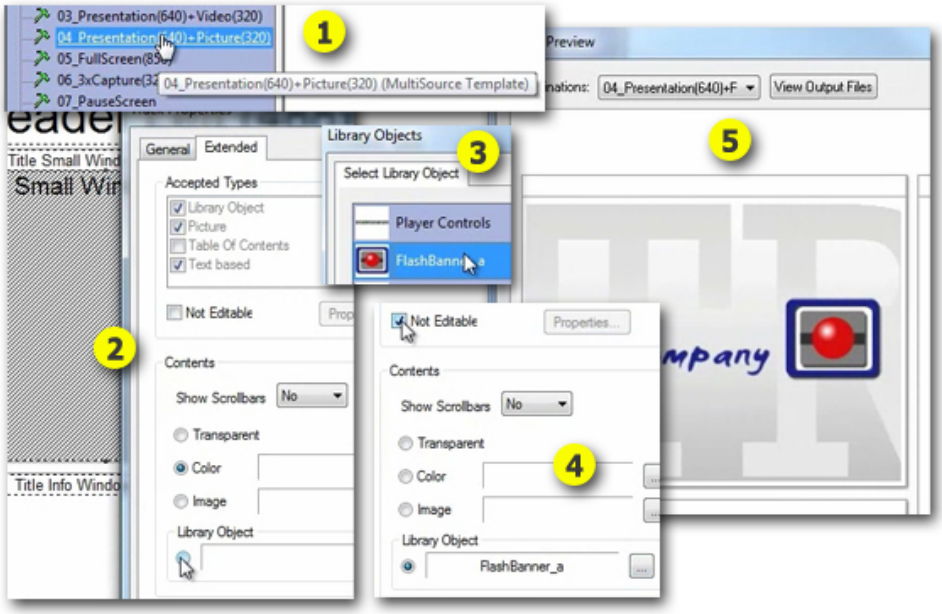
Choose template "04" from the DESiGN-CONTROL **Pro** default collection.

Right click inside the "Content Small Window" General Track and open the *Extended* tab. Click on the *Library Object* radio button.

The list of Library Objects will now open and you can choose your Flash Banner Object.

Return to the *Extended* tab and activate the *Not Editable* check box. This means that the banner will automatically be shown whenever the template is opened in MultiSource. It cannot be altered or deleted from within the MultiSource software, only in DESiGN-CONTROL.

Click *View -> Output Preview* to see the template with the embedded Flash banner.



b) - Embedding a Live Stream

You will require the HTML player code for your live stream. If you do not have an IMS Streaming Account, you will need to get this information from your streaming provider.

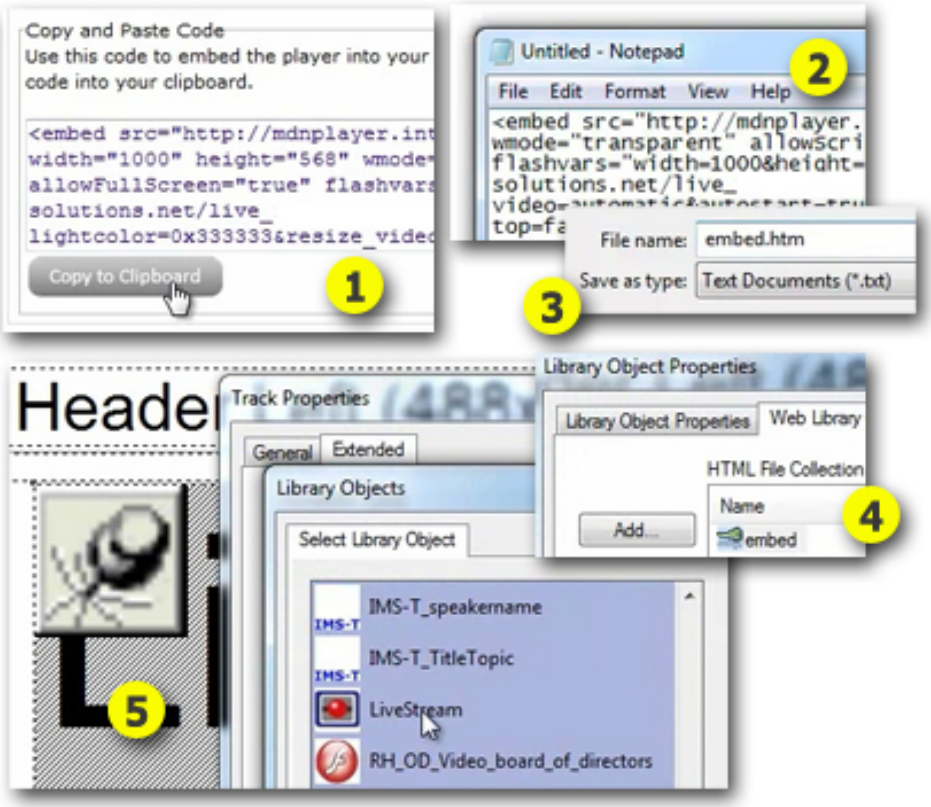
We have prepared a very detailed video tutorial on embedding a live stream. This is a brief summary of the basic steps.

Login to your IMS Streaming Account and copy the HTML player code for the live stream to your clipboard.

Open your text editor and paste the code, then name the file "embed.htm".

In DESiGN-CONTROL create a new Library Object, open the *Library Object Properties* and add the "embed.htm" file to the *HTML File Collection* on the left hand side of the *Web Library Object Options* tab. Don't forget the click *Set as Main* button.

Create a General Track in your template and make it the same size as your live stream. In the *Extended* tab you can now load the library object. When you now open the preview window you will see the live stream embedded in your template. Open the template in MultiSource to integrate the live stream in your webcast.



We hope you found this information useful. Further information and video tutorials for our various software modules can be found at the Helpdesk.

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